
Water On the Move



Materials:

Two dice per group
Travel Key and Travel Log (pp. 16-17)

Words to Use:

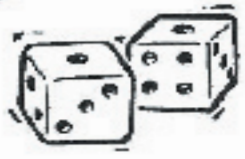
condensation
groundwater
water cycle
vapor
liquid

evaporation
precipitation
transpiration
temperature



How to Play:

- 1 Each player rolls the dice to determine his or her starting location using the Travel Key. This location should be written on #1 of your Travel Log.
- 2 Each player then takes a turn by rolling the dice to determine the new location. Record your new location on the Travel Log and tell a teammate how water can move from the previous location to the new one. You should use at least one of the words from the "Words to Use" box.
- 3 If you land on the same location, roll again until a new location is determined.
- 4 The game ends when the Travel Log is completed.



Travel Key:

- | | | |
|----------|----------------|-------------|
| 2: ----- | 5: ----- | 9: ----- |
| 3: ----- | 6: ----- | 10: ----- |
| 4: ----- | 7: groundwater | 11: air |
| | 8: cloud | 12: iceberg |